

TM & © 1999 AKKAIM

FUR FIGHTERS



AKKaim

CONTENTS



FOREWORD	2
INTRODUCTION	3
GETTING STARTED	5
INDEX	9
LET THE FUN BEGIN	15
CHAPTERS	24
APPENDICES	26
ABOUT & INFO	27

UK Australia Canada Mexico

For all kinds, tips and cheats call: Australia (toll-free) 1800 20 25 26

Guides cost only per minute at all times. Please use appropriate punctuation before calling. Charges revert at time of going to print.

Australia Australia (toll-free)

For all kinds, tips and cheats call:

Australia (toll-free) 1800 20 25 26

If you wish to be on the interactive Australia Australia e-mailing list email on: VRgamebooks@net.au

LOADING

2. Plug your Discount Controller into Controller Socket A.

Note: For Fighters is a 1 to 4 player game*. Before turning the Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast.

3. Switch on the power to your Dreamcast Unit.
4. Please insert your VM into Controller A slot 1. If you wish to load or save game data, each saved game requires 51 blocks of memory. If you do not have a VM or it does not have adequate blocks to save the game data, you will be alerted but must continue play/ing.

While using a game file, never turn **OFF** the Dreamcast power, remove the memory card or disconnect the controller.

*The above information is not intended to be used as a substitute for professional advice. Please consult your physician or other qualified health care provider for more information.

While the unit is on, press the **Open** button to open the Disc Cover of the Dreamcast console. The Dreamcast Spoom screen will appear. Choose the Settings option (the clock in the bottom right corner). The following screen will have language selection on the left side. Press **A** to go to the language selection screen and choose the day and language. We support English, French, Italian, Spanish, and German.

[illegible]

News Channel 10 did not provide a copy of its editorial guidelines when requested to provide one. News Channel 10 did provide its policy on the use of the word "rape" in its news coverage.



Never touch the Analog Thumb Stick or Triggers **L/R** while turning the Gamecube power **ON**. Do so or may disrupt the controller initialization procedure and result in malfunctions.



After the "Startup" has a started, the Gamecube
Button 1 will be assigned to the "Start" button.
You can set up the gamecube required as using
your playstation 2 or the gamecube.



INTRODUCTION

Many years ago, the Fur Fighters were deployed to stop the evil General Viggo from carrying out his plans for global domination. Good conquered evil (of course) and Viggo found himself breaking rocks in the hot sun.

With their greatest foe behind bars, the Fur Fighters returned to a peaceful seaside village to relax and raise their children. But General Viggo did more than whistle-scoop guns in the Big House! He was scheming to take over the world again but, this time, he employed the mighty resources of Viggo Industries. In order to prevent the Fur Fighters from stopping him again, General Viggo and his army of stupid bores have kidnapped our heroes' families!

What General Viggo didn't count on was the Fur Fighters' lany, furverness and skill with firearms! These six shaggy, southcoast soldiers—Roofus, Juliette, Bungalow, Razo, Chewy and Breek—must combine their individual skills and their semi-functional telepaths, in their quest to find their families and defeat General Viggo once and for all!

GETTING STARTED

MENUS

All the menus can be navigated using the **ANALOG THUMB STICK** or **DIRECTIONAL PAD** to scroll between menu items and the **A BUTTON** or **START BUTTON** (forward) and **B BUTTON** (back).

OPTIONS

Prior to starting your Fur Fighters adventure, you can adjust the following options to your liking:

VISUAL OPTIONS

Widescreen When **ON**, Fur Fighters can be played in a widescreen, letterboxed mode. Choose **OFF** for a normal view. Widescreen not available in 3 or 4 player Fullmatch.

Screen Offset Choose this option to position the Fur Fighters action on your TV.

Cheat Menu Go here to use any cheats you've gained during gameplay!

Internet Visit the Fur Fighters website. You must be registered with Dream Passport to use the web browser.

SOUND OPTIONS

Speakers Toggle between Stereo/Mono sound options.

SFX Volume Use the slider to adjust/turn off the sound effects volume.

Music Volume Use the slider to adjust/turn off the music volume.



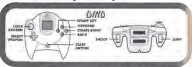
CONTROLLER OPTIONS

Player 1-4 This option allows you to select the controller you are changing the configuration for.

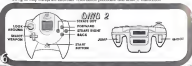
Vibration Toggle this **ON** or **OFF** to take advantage of your Vibration Pack.

Configuration Select from the following controller configurations.

NOTE: Data 1 is the default configuration for *Far Fighters*.



Never touch the Analog Sticks or Triggers. **LIFE** will be losing the Controller and power **ON**. Doing so may disrupt the controller configuration procedure and result in malfunctions.

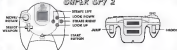


SUPER SPY



Never touch the Analog Stick Pad or Triggers **ANY** while turning the Gamecock power **ON** (Doing so may disrupt the controller initialization procedure and result in malfunction).

SUPER SPY 2



PUFFMATCH

Beat the stuffing out of your friends in exciting multiplayer online!

LOAD GAME

This option allows you to load a previously saved Fur Fighters game. Simply select the game file you want to load from your VM and press the **A BUTTON**.

START NEW GAME

Select a character to begin your quest with and then proceed to The Village. Here you can choose an area to begin your quest and sharpen your skills at the Underhill Training Center.

CHARACTER SELECT



Move your cursor to the character you wish to play as and press the **A BUTTON**. Each Fur Fighter has a special skill that he or she can use to gain access to areas that the other Fur Fighters cannot reach.

NOTE: You will start the game with your selected character. However, since each Fur Fighter has unique abilities, you will need to change characters at times during gameplay.

BIOS

ROOFUS

The eldest of the four fighters, this tough bearded lion dependability stamped all over him. Raised in the brutal sewer city kennels of Glasgow, he joined the army to escape the slums as much to fight. He was a natural soldier and won many medals but shunned all offers of promotion. As the most experienced fighter, Roofus leads the four fighters, stealing himself far and best battle to help save his family.

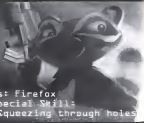


Species: Hound

Special Skill: Burrowing

CHANG

Chang was born into a rich family in rural China and raised in the bright lights of the country's southern boom cities. When the war started, he horrified his life by choosing to become a common foot soldier. His encyclopedic knowledge of science and strategy combined with his natural agility and cunning, make him one of the Far Fighters' best weapons.



Species: Firefox

Special Skill:

Squeezing through holes

JULIETTE

Beautiful and athletic, Juliette is a supreme warrior. She can be temperamental, stubborn and selfish with an annoying tendency not to listen to others. When frustrated, she becomes tempted to go it alone but, with persistence, she'll stick with the team.



Species: Pussycat

Special Skill: Clinging

RICO

Raised among the huge penguin communities of southern Argentina, this idealistic bird always dreamed more than his mundane life of fishing and dodging orcs. He set forth in search of his dream and stumbled on the Fur Fighters who have helped him to hone his talents. Rico is somewhat overconfident and prone to daydreaming. He isn't quite the hero he imagines himself to be, but there's no one more skilled in the water.



Species: Rockhopper Penguin
Special Skill: Swimming

BUNGALOW

Bungalow is a fully-grown male Kangaroo and best friend to Roofus the hound. Slow and moping, this aussie antipode has a lot more muscle than sense. He is happiest when taking orders from others—usually Roofus or his domineering wife!



Species: Kangaroo

Special Skill: High jumping

13

TWEEK

TwEEK is less than a day old. The last of his mother's eggs to hatch, he only spent a few precious minutes with her and his siblings before General Wiggs stole them away. Although he is the largest and slowest of his brothers and sisters, he knows he must fight to get them back. Brave and curious, he finds his new world scary and fascinating. Luckily, he can rely on his instinctive knowledge of firebreas and the other Fur Fighters looking out for him.



Species: Dragon

Special Skill: Gliding

CHANGING CHARACTERS

In order to change characters, you must find one of the many Telepoints in the level. These are green globes with the face of the character you can change to inside it. If that isn't the character you require, then you have to find another globe!



LET THE FUR FLY!

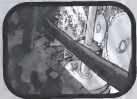
In your daring quest to conquer General Wingo, you'll travel to strange worlds and battle some dangerous enemies. So, you'll need your wits! Remember, this is a game of brains as well as brawn. But you won't have to go it alone. Friends like General Bristol and Sergeant Stomphouse will keep you fit and informed! Before you start your journey, be sure to pay a visit to Sgt. Stomphouse, the "Air Fighters" skill instructor, at the Underground Training Facility located in The Village. He'll teach you all the skills you need to take on an enemy (even if they are as scary as beasts!) After you've completed your training and have thoroughly investigated The Village, be sure to go straight to the subway station. Ride the rails to New Quack City but be sure to stop at the station of Gen. Bristol for some other worldly advice!



HUBS

Each uniquely-themed hub — of which there are six — is entered via a path from The Village. Each hub contains the entrances to the levels and Boss arenas. After completing the training level or defeating a Boss, the key to access another hub will be given to you.

THE VILLAGE



Your quest begins in The Village. The Village is a home base from which the Fur Fighters can enter one of the other hubs. Each Fur Fighter has a home in The Village to which their children, siblings, etc. will return once they are rescued. After you've heroically saved a few children, return to The Village and they'll teach you how to play with the toys in your house! Don't forget to beef up your skills at the Undermill Training Facility before you begin your journey!

NEW QUACK CITY



From The Village, you must catch the subway to New Quack City. This gleaming metropolis is an urban enigma. Its bright lights and loud noises are a far cry from the tranquility of your home Village.

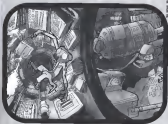
BEAVER DAM



This massive construction is the fruit of beaver civil engineering. Though they are masters of construction, these semisapient mammals are woefully timid and really bad at balancing a checkbook.

CAPE CANAROO

HUBS



General Viggo is reaching his claws into water spout. He surely would have penetrated the water atmosphere by now if not for the bumbling incompetence of the lame ducks that run the Cape.

DINOTOPOLIS



This civilization of middle-class dinosaurs was, until very recently, undiscovered! Now General Viggo spends his free time spying on these Mesozoic monstrosities, hoping to discover the secret to their advanced lifestyle and technology.



Deep in the heart of the jungle, Anator Tatanat Kingless was entangled by restless eyes—eye, cat for centuries. When General Yiggs discovered its primordial mystique, he knew he'd found the location to open a portal from the Place Where All Bad Bears Go and raise an army of undead bears who would obey his every command!

DIGGO A-GO-GO



Like all omnipotent overlords, Diggo has his seat of power. Onboard his inseparable floating fortress is where the Fur Fighters must face their undeniable foe. Hold on to your pelt as you board Diggo's mighty cannon corner for the final showdown!

TOKENS

Within each level, there are gold tokens. Each level within a hub requires a certain number of gold tokens for access. If you haven't collected enough tokens to proceed to the next level, you must re-enter a previous level and collect any tokens you missed. If you do re-enter a level (either by choice or by taking the backslip), the Gold Tokens that you had previously collected will now be replaced by Silver Tokens (don't worry—the Gold Tokens you forgot to get will still be there). Grab these Silver Tokens as you need them as they will supply you with some much needed health.



FAMILY VALUES - BABIES AND BOSSES

Viggo has kidnapped the Fur Fighters' babies, and put them to work for his evil cause. All of their babies have been trapped around the levels, and it's your job to rescue them and send them safely back to the villages. But remember: they are all good little babies, and will only go home with the Fur Fighter that they are related to—so make sure you keep an eye on where those Teleports are! You will need to have rescued a certain number of babies to challenge the boss in each Hub.

The bosses are the Fur Fighters' spouses (or in Tweek's case, mother) which have been genetically mutated by Viggo as part of his evil plans. Each Fur Fighter must battle his or her own relative to break their hostile spell. When their relative has been successfully released from this hideous enchantment, General Brutal will reward you with an item that you'll need to open up another hub.



WEAPONS

The Fur Fighters have a large arsenal of weaponry that expands as your quest progresses. Starting with just a pistol and a close-range attack, your weapon collection enlarges to include shotguns, grenade launchers, rocket launchers, plasma weapons and many other devices of destruction.

Here are just a few of the weapons available to you on your quest.



Pistol

You begin your quest with the basic Fur Fighter weapon.



Bomb Launcher

The booming bomb blowing up bawbared enemies: real good!



Shotgun

This is a short-range firearm that does used in close quarters.



Rocket Launcher

Deadly in both short and long range situations. This weapon requires a sharp eye to be fully effective.



Freeze Gun

Only polar bears can withstand the shattering cold of this big weapon of destruction.



Plasma Blaster

High intensity plasma blasting shot the whole planet!



Neutron Gun

This short range weapon packs a nuclear punch. This technologically advanced lethal device is beyond the control capacity of your enemies.





PLUFFMATCH

This is a head-to-head match where you beat the stuffing out of your fellow *Far* Fighters! Choose from among six unique combat arena levels, select a *Far* Fighter to represent you and your opponent, and let the battle begin!

You can select the length of time the PluffMatch lasts for and the number of Pluffs. There is also an Infinity Option – with Unlimited Pluffs and Unlimited time – so you can play forever – or until the Electric Company cuts off your power! Once the time runs out or the number of Pluffs is achieved, the results are shown on the results screen. In a Pluffmatch, you can choose to play using a first person perspective and to hide important display information (like your current weapon) on your Vial. If you don't have a VM installed, the option is not available.

HINTS & TIPS

General Tips, Advice & Gossip

- Remember tokens give you health. Think strategically when picking them up.
- Explore the levels from floor to base. Try everything possible: you'll find you can move and pick up objects you wouldn't expect to.
- Aren't you ever going to get out of those papers? And look at that hair!
- Try to get to a telepoint after completing a difficult puzzle so that your progress will be saved.
- The plush prizes "won" at carnivals are usually worth much less than the cost of play. You will do better simply throwing your money out the car window, or saving it for Fur Fighters II.
- Remember, the levels are linear: clear the puzzles in order from beginning to the end, and don't forget to go back to ones you haven't finished.
- Use all the characters to their fullest potential. Explore their different natures and skills.

Fighting Tactics, Arms, & Animals

- Conserve ammo.
- At long range, the pistol is a lot better than the machine gun.
- Try circle strafing around a stupid boss to really confuse him.
- Occasionally, you can make enemies shoot each other enough that they'll attack themselves and ignore you.
- The Fur Fighters may appear to be really cool and cute, and by gosh, they are pretty special. In real life, however, armed pets are a bad idea. Keep all weapons safely stored out of reach of any animals.
- Some enemies won't attack unless you attack first, so try to take them out one by one.
- Attacking enemies from close range does more damage. Head shots do more damage, too.
- Your weapon can be used for more than just offing enemies: it's also the only way you can solve puzzles.

NOTES

28



© 2008 Pearson Education, Inc. All rights reserved. This publication is a copyrighted work of Pearson Education, Inc. and its licensors. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage or retrieval system, without prior written permission from Pearson Education, Inc. All rights reserved.

Exposure to the solvent at 170 °C was strictly controlled. Usually, about 100 g of pure 1 and 200 g of 2 were used in a mixture of 100 mL benzene.

Alle Rechte vorbehalten. Nachdruck, Vervielfältigung und Verbreitung, auch auszugsweise, ist ohne schriftliche Genehmigung des Verlags. Printed in Germany. © 1999 by Walter de Gruyter GmbH. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without permission in writing from the publisher.

La regla y representación de una lengua están necesariamente vinculadas, en cualquier momento y en cualquier lugar, a la cultura y al mundo de los hablantes. (p. 10)

The authors are grateful to Dr. J. H. Goldstein for his critical reading of the manuscript.

• **planting after land clearing** are done with a **catapult** (projectile catapult) after affecting the ground surface with **hand tools**.

Das folgende ist ein weiterer Auszug aus dem Text. Er zeigt, wie die Autoren die Ergebnisse ihrer Analyse präsentieren und diskutieren. Die Autoren betonen die Bedeutung der Ergebnisse für die Praxis und die Politik. Sie weisen darauf hin, dass die Ergebnisse der Analyse wichtige Erkenntnisse über die Auswirkungen der Politik auf die Umwelt und die Gesundheit der Bevölkerung liefern. Die Autoren empfehlen, dass die Politik auf der Grundlage dieser Ergebnisse angepasst werden sollte, um die Umwelt und die Gesundheit der Bevölkerung zu schützen.

This posting is exempt from classification under E.O. Law, is not (2009) with the White House, and is not (2009) with the White House, and is not (2009) with the White House.

[illegible]

(Papers pending in U.S. and other countries) and Canada Patent 1,381,139 and European Patent, 0,657,061. U.S. Patent, Application 08/111,905 is also part. Application 08/051,615 is also pending.

[illegible]

100